

DRAMA 431: Lighting Design
Fall 2007

COURSE SYLLABUS

Dra. 431: Lighting Design. The fundamentals of lighting design for the stage.

Professor:

Lyle B. Miller, Professor of Performance in Technical Theatre and Stage Design, B.F.A. (in Design and Technical Theatre), University of Oklahoma, M.F.A. (in Design), University of Oklahoma.

1. Goals and Objectives of the course:

- A. To develop an understanding of the basic concepts and principles of light design.
- B. To develop the skills need to communicate visually their design concepts to others through the use of the Light plots story boards.
- C. To demonstrate through their design projects an understanding of the concepts of visual design.
- D. To develop their creative and problem solving skills.

2. Instructional Materials:

A. Text:

Required : Shelly, Steven Louis. A Practical Guide to Stage Lighting, Boston, MA: Focal Press. 1999

Suggested: Gillette, Michael J.. Theatrical Design and Production, Palo Alto, California: Mayfield Publishing Co. 1987.

Required Scripts: TBA

B. Materials:

Required: Crescent or Adjustable Wrench (6" or 8")

3. Office Hours

Office: Laidlaw Performing Arts Center. Room #1044 Phone 460-6305
Office hours: 1:25 p.m. to 2:15 p.m. WF, 9:30 am to 11:30 am TR

Studio hours: 2:30 p.m. to 5:00 p.m. MWF, 1:15 p.m. to 5:00 p.m. TR.
or by Appointment.

4. Class Attendance Policy:

Attendance & Participation count for 10 % of the total grade.
0 to 2 absents = A, 3 = B, 4 = C, 5 = D, 6 or more = F
Lack of participation in class & lab will result in a lower grade.

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Other Class Requirement:

- A. Participate in all class discussions
- B. Read all Assignments when assigned
- C. Take all tests & quizzes
- D. Complete all projects as assigned and on time
- E. Participate in all class projects
- F. Attend **ALL** Theatre USA's Productions **ADMISSION CHARGED**

5. Exams:

The number and scheduling of Exams will be administered "as needed" bases on students preparation and class participation. Student will receive advance notice of exams.

The number and scheduling of quizzes will be administered "as needed" bases on students preparation and class participation. Student will not receive advance notice of quizzes.

6. Make Up Work:

Work (quizzes, tests, projects, etc.) may be made up only if approved in advance or under extreme conditions (i.e. Illness, death, etc.). Arrangements to make up work missed " under extreme conditions " must be made prior to the start of class on the first day you return to class. **Failure to make proper arrangement will result in not being able to make up missed work.**

YOU MUST COMPLETE ALL WORK TO RECEIVE A PASSING GRADE.

Quizzes will be given at the beginning of the class period. There will be a time limit on taking each test. Late comers will have to complete the tests in the remaining time.

Missed quizzes can not be made up.

7. Course Assignments

A. Design Projects

- 1. Design 1
- 2. Design 2
- 3. Design 3

B. Lab Projects

8 Projected Projects TBA

8. Penalty For Late Work

Incomplete projects will not be accepted. All projects must be completed before they will receive a grade. Late projects will have the grade reduced one third (1/3) letter grade for each day it is late.

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9. Grade Evaluation:

A. Written Tests & Quizzes	10%
B. Design 1	10%
C. Design 2	10%
D. Design 3	10%
E. Lab Projects	50%
F. Class Attendance & Lab Participation	10%
Total	100%

10. NOTICE: "In accordance with the Americans with Disabilities Act, students with a bon fide disabilities will be afforded reasonable accommodation. The Office of Special Student Services will certify a disability and advise faculty members of reasonable accommodation."

11. Since all classes do not progress at the same rate, the instructor reserves the right to modify the above requirements or their timing as circumstances dictate. For example, the instructor reserves the right to change the number and frequency of exams, or the number and sequence of assignments.

Questions, suggestion, discussions are welcome, as are office visits. I will be happy to assist you in any way with the class. Please do not hesitate to ask.

Tentative Schedule

Day	Date	Events	In Class	Design Project	Lab Project
Monday	Aug. 20		Review		
Wednesday	22		Review		
Friday	24		Exam #1		
Monday	27				
Wednesday	29				
Friday	31				
Monday	3	Labor Day			
Wednesday	5				
Friday	7	Reefer			
Monday	10				Project #1
Wednesday	12				
Friday	14				
Monday	17				Project #2
Wednesday	19				
Friday	21			Design #1	
Monday	24				Project #3
Wednesday	26				
Friday	28				
Monday	1				
Wednesday	3				
Friday	5	Butter			
Monday	8				Project #4
Wednesday	10				
Friday	12	Butter			
Monday	15				
Wednesday	17				
Friday	19				
Monday	22				Project #5
Wednesday	24				
Friday	26				
Monday	29				
Wednesday	31			Design #2	
Friday	2				
Monday	5				Project #6
Wednesday	7				
Friday	9				
Monday	12				
Wednesday	14				
Friday	16				
Monday	19				Project #7
Wednesday	21	Thanksgiving			
Friday	23	Thanksgiving			
Monday	26				
Wednesday	28				
Friday	30	Frog & Toad			
Monday	3				Project #8
Monday	10	10:30a.m. Final		Design #3	

Lab Project 1

Hang & focus basic lab plot

Lab Project 2

Check actual beam & field angles to theory.

Lab Project 3

Gel lights for actors

Lab Project 4

Using light key from design 1, gels lights and set levels

Lab Project 5

Light bed room project (window, blinds, lamp, etc.)

Lab Project 6

TBA

Lab Project 7

Using assigned music, light object

Lab Project 8

Select your own music (min 3 minutes, Max 5) light object

Designs

Hedda Gabler

TBA

TBA

Lighting Design for Hedda Gabler

Due: Monday Oct. 3

Paper copies of
Dramatic Inventory
Master Cue Sheet (Spreadsheet)
Instrument Schedule
Dimmer/Channel Hookup
Magic Sheet
Cheat Sheet
Light Plot (1/4 " scale)
Lighting (color) Key

Lighting Design for

Due: Wednesday, Nov. 2

Paper copies of
Dramatic Inventory
Master Cue Sheet (Spreadsheet) (Figure 6.3)
Initial Cue Tracking Sheet (Figure 6.13)
Magic Sheet (Figure 6.1)
Cheat Sheet (Figure 6.2)
Light Plot (1/4 " scale)

Lighting Design for

Due: Friday Dec. 16 @ 10:30 am

Paper copies of
Dramatic Inventory
Design Concept
Master Cue Sheet (Spreadsheet) (Figure 6.3)
Initial Cue Tracking Sheet (Figure 6.13)
Magic Sheet (Figure 6.1)
Cheat Sheet (Figure 6.2)
Light Plot (1/4 " scale)

Lab Project

Design Lights for given Music.
Cues must be recorded and run from computer memory.
Due

Lab Project

Design light for music of your choice
Cues must be recorded and run from computer memory.
Min 3 minutes/Max 5 minutes

For each of the Lab Project, the first person will have 10 minutes to set up starting at 11:15
The second person will have 10 minutes from the end of the first person to set up. After the 10
minute period the project will be consider late and graded accordingly.